

Wentong Cai

List of Publications by Year in descending order

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357
papers

3,832
citations

201674

27
h-index

254184

43
g-index

368
all docs

368
docs citations

368
times ranked

2619
citing authors

#	ARTICLE	IF	CITATIONS
1	Transparent adaptation of single-user applications for multi-user real-time collaboration. ACM Transactions on Computer-Human Interaction, 2006, 13, 531-582.	5.7	153
2	Crowd modeling and simulation technologies. ACM Transactions on Modeling and Computer Simulation, 2010, 20, 1-35.	0.8	132
3	Agent-based human behavior modeling for crowd simulation. Computer Animation and Virtual Worlds, 2008, 19, 271-281.	1.2	94
4	Self-Learning Gene Expression Programming. IEEE Transactions on Evolutionary Computation, 2016, 20, 65-80.	10.0	91
5	Multifactorial Genetic Programming for Symbolic Regression Problems. IEEE Transactions on Systems, Man, and Cybernetics: Systems, 2020, 50, 4492-4505.	9.3	88
6	Time-space consistency in large-scale distributed virtual environments. ACM Transactions on Modeling and Computer Simulation, 2004, 14, 31-47.	0.8	87
7	Host legume-exuded antimetabolites optimize the symbiotic rhizosphere. Molecular Microbiology, 2009, 73, 507-517.	2.5	75
8	A Novel Two-Component Signaling System Facilitates Uropathogenic Escherichia coli's Ability to Exploit Abundant Host Metabolites. PLoS Pathogens, 2013, 9, e1003428.	4.7	71
9	Dynamic Bin Packing for On-Demand Cloud Resource Allocation. IEEE Transactions on Parallel and Distributed Systems, 2016, 27, 157-170.	5.6	66
10	A graph-based model to measure structural redundancy for supply chain resilience. International Journal of Production Research, 2019, 57, 6385-6404.	7.5	64
11	On dynamic bin packing for resource allocation in the cloud. , 2014, , .		63
12	Large scale agent-based simulation on the grid. Future Generation Computer Systems, 2008, 24, 658-671.	7.5	55
13	A Cost Calculus for Parallel Functional Programming. Journal of Parallel and Distributed Computing, 1995, 28, 65-83.	4.1	53
14	FNR Regulates Expression of Important Virulence Factors Contributing to Pathogenicity of Uropathogenic Escherichia coli. Infection and Immunity, 2014, 82, 5086-5098.	2.2	51
15	Structural-aware simulation analysis of supply chain resilience. International Journal of Production Research, 2020, 58, 5175-5195.	7.5	50
16	A load management system for running HLA-based distributed simulations over the grid. , 0, , .		49
17	Transcriptome Analysis of Avian Pathogenic Escherichia coli O1 in Chicken Serum Reveals Adaptive Responses to Systemic Infection. Infection and Immunity, 2011, 79, 1951-1960.	2.2	47
18	Hybrid modelling of crowd simulation. Procedia Computer Science, 2010, 1, 57-65.	2.0	46

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19	The Server Allocation Problem for Session-Based Multiplayer Cloud Gaming. IEEE Transactions on Multimedia, 2018, 20, 1233-1245.	7.2	44
20	Symbiotic Simulation Systems: An Extended Definition Motivated by Symbiosis in Biology. , 2008, , .		42
21	Play Request Dispatching for Efficient Virtual Machine Usage in Cloud Gaming. IEEE Transactions on Circuits and Systems for Video Technology, 2015, 25, 2052-2063.	8.3	38
22	On First Fit Bin Packing for Online Cloud Server Allocation. , 2016, , .		38
23	How network topology affects dynamic loading balancing. IEEE Parallel and Distributed Technology, 1996, 4, 25-35.	0.6	37
24	A Service Oriented HLA RTI on the Grid. , 2007, , .		36
25	SEMSim Cloud Service: Large-scale urban systems simulation in the cloud. Simulation Modelling Practice and Theory, 2015, 58, 157-171.	3.8	36
26	A decoupled federate architecture for high level architecture-based distributed simulation. Journal of Parallel and Distributed Computing, 2008, 68, 1487-1503.	4.1	35
27	Density-based evolutionary framework for crowd model calibration. Journal of Computational Science, 2015, 6, 11-22.	2.9	35
28	A Survey on Agent-based Simulation Using Hardware Accelerators. ACM Computing Surveys, 2019, 51, 1-35.	23.0	32
29	Efficient parallel algorithms for tree accumulations. Science of Computer Programming, 1994, 23, 1-18.	1.9	31
30	Automatic model construction for the behavior of human crowds. Applied Soft Computing Journal, 2017, 56, 368-378.	7.2	29
31	An Efficient Sort-Based DDM Matching Algorithm for HLA Applications with a Large Spatial Environment. , 2007, , .		28
32	IBED: Combining IBEA and DE for optimal feature selection in software product line engineering. Applied Soft Computing Journal, 2016, 49, 1215-1231.	7.2	28
33	Competitiveness of Dynamic Bin Packing for Online Cloud Server Allocation. IEEE/ACM Transactions on Networking, 2017, 25, 1324-1331.	3.8	28
34	Leveraging Machine Learning Techniques and Engineering of Multi-Nature Features for National Daily Regional Ambulance Demand Prediction. International Journal of Environmental Research and Public Health, 2020, 17, 4179.	2.6	28
35	Distributed edge partitioning for trillion-edge graphs. Proceedings of the VLDB Endowment, 2019, 12, 2379-2392.	3.8	26
36	Differential evolution with sensitivity analysis and the Powell's method for crowd model calibration. Journal of Computational Science, 2015, 9, 26-32.	2.9	25

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37	Learning behavior patterns from video for agent-based crowd modeling and simulation. <i>Autonomous Agents and Multi-Agent Systems</i> , 2016, 30, 990-1019.	2.1	25
38	Algorithms for HLA-based distributed simulation cloning. <i>ACM Transactions on Modeling and Computer Simulation</i> , 2005, 15, 316-345.	0.8	24
39	Servicing Provisioning for HLA-Based Distributed Simulation on the Grid. , 0, , .		24
40	Synchronization in federation community networks. <i>Journal of Parallel and Distributed Computing</i> , 2010, 70, 144-159.	4.1	24
41	Federate Migration in a Service Oriented HLA RTI. , 2007, , .		23
42	Incremental route inference from low-sampling GPS data: An opportunistic approach to online map matching. <i>Information Sciences</i> , 2020, 512, 1407-1423.	6.9	23
43	A Data-Driven Crowd Simulation Model Based on Clustering and Classification. , 2013, , .		22
44	Traffic State Estimation Using Floating Car Data. <i>Procedia Computer Science</i> , 2016, 80, 2008-2018.	2.0	22
45	Large Scale Distributed Simulation on the Grid. , 2006, , .		21
46	GAugur. , 2019, , .		21
47	Federate migration in HLA-based simulation. <i>Future Generation Computer Systems</i> , 2005, 21, 87-95.	7.5	20
48	Interactive scenario generation for mission-based virtual training. <i>Computer Animation and Virtual Worlds</i> , 2013, 24, 345-354.	1.2	20
49	Distributed supply chain simulation across enterprise boundaries. , 0, , .		19
50	Research issues in symbiotic simulation. , 2009, , .		19
51	A Computational Model of Emotions for Agent-Based Crowds in Serious Games. , 2011, , .		19
52	Simulation-based optimization of StarCraft tactical AI through evolutionary computation. , 2012, , .		19
53	Proteome response of an extraintestinal pathogenic <i>Escherichia coli</i> strain with zoonotic potential to human and chicken sera. <i>Journal of Proteomics</i> , 2012, 75, 4853-4862.	2.4	19
54	QoS-Aware Revenue-Cost Optimization for Latency-Sensitive Services in IaaS Clouds. , 2012, , .		19

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55	Server Allocation for Multiplayer Cloud Gaming. , 2016, , .		19
56	Transcriptional Control of Dual Transporters Involved in $\hat{\pm}$ -Ketoglutarate Utilization Reveals Their Distinct Roles in Uropathogenic Escherichia coli. <i>Frontiers in Microbiology</i> , 2017, 8, 275.	3.5	19
57	Multitask Scheduling in Consideration of Fuzzy Uncertainty of Multiple Criteria in Service-Oriented Manufacturing. <i>IEEE Transactions on Fuzzy Systems</i> , 2020, 28, 2759-2771.	9.8	19
58	Critical causal order of events in distributed virtual environments. <i>ACM Transactions on Multimedia Computing, Communications and Applications</i> , 2007, 3, 15.	4.3	18
59	Cost-Efficient Server Provisioning for Cloud Gaming. <i>ACM Transactions on Multimedia Computing, Communications and Applications</i> , 2018, 14, 1-22.	4.3	18
60	Adapting a supply-chain simulation for HLA. , 0, , .		17
61	JBSP: A BSP Programming Library in Java. <i>Journal of Parallel and Distributed Computing</i> , 2001, 61, 1126-1142.	4.1	17
62	ProactiveCrowd: Modelling Proactive Steering Behaviours for Agent-Based Crowd Simulation. <i>Computer Graphics Forum</i> , 2018, 37, 375-388.	3.0	17
63	An alternative time management mechanism for distributed simulations. <i>ACM Transactions on Modeling and Computer Simulation</i> , 2005, 15, 109-137.	0.8	16
64	Dag consistent parallel simulation. <i>ACM SIGSIM Simulation Digest</i> , 1997, 27, 178-181.	0.1	15
65	A secure information service for monitoring large scale grids. <i>Parallel Computing</i> , 2007, 33, 572-591.	2.1	15
66	CLUST: Simulating Realistic Crowd Behaviour by Mining Pattern from Crowd Videos. <i>Computer Graphics Forum</i> , 2018, 37, 184-201.	3.0	15
67	Time-minimal tiling when rise is larger than zero. <i>Parallel Computing</i> , 2002, 28, 915-939.	2.1	14
68	A Framework for Robust HLA-based Distributed Simulations. , 0, , .		14
69	A Rule-Based Motion Planning for Crowd Simulation. , 2009, , .		14
70	Autonomous Bee Colony Optimization for multi-objective function. , 2010, , .		14
71	A dynamic sort-based DDM matching algorithm for HLA applications. <i>ACM Transactions on Modeling and Computer Simulation</i> , 2011, 21, 1-17.	0.8	14
72	A review of interactive narrative systems and technologies: a training perspective. <i>Simulation</i> , 2015, 91, 126-147.	1.8	14

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73	HumDPM: A Decision Process Model for Modeling Human-Like Behaviors in Time-Critical and Uncertain Situations. Lecture Notes in Computer Science, 2011, , 206-230.	1.3	14
74	Grid Services and Service Discovery for HLA-Based Distributed Simulation. , 0, , .		13
75	Analysis of an efficient rule-based motion planning system for simulating human crowds. Visual Computer, 2010, 26, 367-383.	3.5	13
76	Evaluation of Conflict Resolution Methods for Agent-Based Simulations on the GPU. , 2018, , .		13
77	Dag consistent parallel simulation: a predictable and robust conservative algorithm. , 0, , .		12
78	Network-Aware Server Placement for Highly Interactive Distributed Virtual Environments. , 2008, , .		12
79	Toward a Generic Framework for Modeling Human Behaviors in Crowd Simulation. , 2009, , .		12
80	Cluster based partitioning for agent-based crowd simulations. , 2009, , .		12
81	A hybrid Interest Management mechanism for peer-to-peer Networked Virtual Environments. , 2010, , .		12
82	Supporting efficient execution of continuous space agent-based simulation on GPU. Concurrency Computation Practice and Experience, 2016, 28, 3313-3332.	2.2	12
83	Cloning Agent-Based Simulation. ACM Transactions on Modeling and Computer Simulation, 2017, 27, 1-24.	0.8	12
84	Minimizing Cost in IaaS Clouds Via Scheduled Instance Reservation. , 2017, , .		12
85	DYNAMIC DATA DRIVEN APPLICATION SYSTEMS: RESEARCH CHALLENGES AND OPPORTUNITIES. , 2018, , .		12
86	Exploring Execution Schemes for Agent-Based Traffic Simulation on Heterogeneous Hardware. , 2018, , .		12
87	A previously uncharacterized two-component signaling system in uropathogenic Escherichia coli coordinates protection against host-derived oxidative stress with activation of hemolysin-mediated host cell pyroptosis. PLoS Pathogens, 2021, 17, e1010005.	4.7	12
88	Federate Migration in HLA-Based Simulation. Lecture Notes in Computer Science, 2004, , 856-864.	1.3	12
89	An Approach to the Run-Time Monitoring of Parallel Programs. Computer Journal, 1994, 37, 333-345.	2.4	11
90	A novel small RNA Bmsr1 enhances virulence in Brucella melitensis M28. Veterinary Microbiology, 2018, 223, 1-8.	1.9	11

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91	Towards Minimizing Resource Usage With QoS Guarantee in Cloud Gaming. IEEE Transactions on Parallel and Distributed Systems, 2021, 32, 426-440.	5.6	11
92	A Graph Partitioning Algorithm for Parallel Agent-Based Road Traffic Simulation. , 2017, , .		11
93	CALCULATING RECURRENCES USING THE BIRD-MEERTENS FORMALISM. Parallel Processing Letters, 1995, 05, 179-190.	0.6	10
94	Causal Order Delivery in a Multicast Environment: An Improved Algorithm. Journal of Parallel and Distributed Computing, 2002, 62, 111-131.	4.1	10
95	Employing economics to achieve fairness in usage policing of cooperatively shared computing resources. , 2005, , .		10
96	Efficient Zone Mapping Algorithms for Distributed Virtual Environments. , 2009, , .		10
97	Design and Evaluation of a Data-Driven Scenario Generation Framework for Game-Based Training. IEEE Transactions on Games, 2017, 9, 213-226.	1.4	10
98	Sampling-based adaptive bounding evolutionary algorithm for continuous optimization problems. Information Sciences, 2017, 382-383, 216-233.	6.9	10
99	Relaxing Synchronization in Parallel Agent-Based Road Traffic Simulation. ACM Transactions on Modeling and Computer Simulation, 2017, 27, 1-24.	0.8	10
100	Guide them through: An automatic crowd control framework using multi-objective genetic programming. Applied Soft Computing Journal, 2018, 66, 90-103.	7.2	10
101	The Twin-Arginine Translocation System Is Important for Stress Resistance and Virulence of Brucella melitensis. Infection and Immunity, 2020, 88, .	2.2	10
102	Whole genome sequencing analysis of avian pathogenic Escherichia coli from China. Veterinary Microbiology, 2021, 259, 109158.	1.9	10
103	An empirical comparison of runtime systems for conservative parallel simulation. Lecture Notes in Computer Science, 1998, , 123-134.	1.3	9
104	SOAr-DSGrid: Service-Oriented Architecture for Distributed Simulation on the Grid. , 0, , .		9
105	Towards Fault-tolerant HLA-based Distributed Simulations. Simulation, 2008, 84, 493-509.	1.8	9
106	Modeling Human-Like Decision Making for Virtual Agents in Time-Critical Situations. , 2010, , .		9
107	Grand challenges in modeling and simulation. , 2013, , .		9
108	GPU accelerated three-stage execution model for event-parallel simulation. , 2013, , .		9

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109	Towards a data-driven approach to scenario generation for serious games. <i>Computer Animation and Virtual Worlds</i> , 2014, 25, 393-402.	1.2	9
110	EA-based evacuation planning using agent-based crowd simulation. , 2014, , .		9
111	An Asynchronous Synchronization Strategy for Parallel Large-scale Agent-based Traffic Simulations. , 2015, , .		9
112	A Role-Dependent Data-Driven Approach for High-Density Crowd Behavior Modeling. <i>ACM Transactions on Modeling and Computer Simulation</i> , 2018, 28, 1-25.	0.8	9
113	Data-driven Crowd Modeling Techniques: A Survey. <i>ACM Transactions on Modeling and Computer Simulation</i> , 2022, 32, 1-33.	0.8	9
114	Performance analysis of packet bundling techniques in DIS. , 0, , .		8
115	Resource co-allocation for parallel tasks in computational grids. , 2003, , .		8
116	A framework for executing parallel simulation using RTI. , 0, , .		8
117	An Integrated And Adaptive Decision-Support Framework For High-Tech Manufacturing And Service Networks. , 0, , .		8
118	DynaSched: a dynamic Web service scheduling and deployment framework for data-intensive Grid workflows. <i>Procedia Computer Science</i> , 2010, 1, 593-602.	2.0	8
119	Efficient Neighbor Searching for Agent-Based Simulation on GPU. , 2014, , .		8
120	Efficient graph-based dynamic load-balancing for parallel large-scale agent-based traffic simulation. , 2014, , .		8
121	DEPART: Dynamic Route Planning in Stochastic Time-Dependent Public Transit Networks. , 2015, , .		8
122	A data-driven path planning model for crowd capacity analysis. <i>Journal of Computational Science</i> , 2019, 34, 66-79.	2.9	8
123	A passenger model for simulating boarding and alighting in spatially confined transportation scenarios. <i>Journal of Computational Science</i> , 2020, 45, 101173.	2.9	8
124	Hierarchical Aggregation/Disaggregation for Adaptive Abstraction-Level Conversion in Digital Twin-Based Smart Semiconductor Manufacturing. <i>IEEE Access</i> , 2021, 9, 71145-71158.	4.2	8
125	An Extracytoplasmic Function Sigma/Anti-Sigma Factor System Regulates Hypochlorous Acid Resistance and Impacts Expression of the Type IV Secretion System in <i>Brucella melitensis</i> . <i>Journal of Bacteriology</i> , 2021, 203, e0012721.	2.2	8
126	Toward Simulation-Based Egress Optimization in Smart Buildings Using Symbiotic Simulation. , 2014, , 987-999.		8

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127	Symbiotic Simulation Control in Semiconductor Manufacturing. Lecture Notes in Computer Science, 2008, , 26-35.	1.3	8
128	Rendering Server Allocation for MMORPG Players in Cloud Gaming. , 2020, , .		8
129	Research on the collaboration of service selection and resource scheduling for IoT simulation workflows. Advanced Engineering Informatics, 2022, 52, 101528.	8.0	8
130	Graphical Views of the Behavior of Parallel Programs. Journal of Parallel and Distributed Computing, 1993, 18, 223-230.	4.1	7
131	Evaluation of Java thread performance on two different multithreaded kernels. Operating Systems Review (ACM), 1999, 33, 34-46.	1.9	7
132	Key Message Approach to Optimize Communication of Parallel Applications on Clusters. Cluster Computing, 2003, 6, 253-265.	5.0	7
133	A utility model for timely state update in distributed wargame simulations. Parallel and Distributed Simulation (PADS), Proceedings of the Workshop on, 2004, , .	0.0	7
134	A peer-to-peer approach to task scheduling in computation grid. International Journal of Grid and Utility Computing, 2005, 1, 13.	0.2	7
135	Workload management of cooperatively federated computing clusters. Journal of Supercomputing, 2006, 36, 309-322.	3.6	7
136	Shared State Synchronization for HLA-Based Distributed Simulation. Simulation, 2006, 82, 511-521.	1.8	7
137	A Hybrid HLA Time Management Algorithm Based on Both Conditional and Unconditional Information. Simulation, 2009, 85, 559-573.	1.8	7
138	Multi-objective zone mapping in large-scale distributed virtual environments. Journal of Network and Computer Applications, 2011, 34, 551-561.	9.1	7
139	MASTER. , 2015, , .		7
140	A data-driven approach for online adaptation of game difficulty. , 2015, , .		7
141	Traffic Simulation Performance Optimization through Multi-Resolution Modeling of Road Segments. , 2015, , .		7
142	A Role-dependent Data-driven Approach for High Density Crowd Behavior Modeling. , 2016, , .		7
143	A fast parallel genetic programming framework with adaptively weighted primitives for symbolic regression. Soft Computing, 2020, 24, 7523-7539.	3.6	7
144	Data-driven Microscopic Traffic Modelling and Simulation using Dynamic LSTM. , 2021, , .		7

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145	MCCF: A Distributed Grid Job Workflow Execution Framework. Lecture Notes in Computer Science, 2004, , 274-279.	1.3	7
146	A prototype of distributed molecular visualization on computational grids. Future Generation Computer Systems, 2004, 20, 727-737.	7.5	6
147	Architecture Model for Information Service in Large Scale Grid Environments. , 2006, , .		6
148	Symbiotic Simulation Model Validation for Radiation Detection Applications. , 2009, , .		6
149	A replication structure for efficient and fault-tolerant parallel and distributed simulations. , 2010, , .		6
150	Automated modeling and analysis of agent-based simulations using the CASE framework. , 2010, , .		6
151	Determining Optimal Update Period for Minimizing Inconsistency in Multi-server Distributed Virtual Environments. , 2011, , .		6
152	Evolving Optimal and Diversified Military Operational Plans for Computational Red Teaming. IEEE Systems Journal, 2012, 6, 499-509.	4.6	6
153	Interactivity-Constrained Server Provisioning in Large-Scale Distributed Virtual Environments. IEEE Transactions on Parallel and Distributed Systems, 2012, 23, 304-312.	5.6	6
154	Grid-based partitioning for large-scale distributed agent-based crowd simulation. , 2012, , .		6
155	Emergence by strategy: Flocking boids and their fitness in relation to model complexity. , 2013, , .		6
156	Analysing the Effectiveness of Wearable Wireless Sensors in Controlling Crowd Disasters. Procedia Computer Science, 2014, 29, 1590-1599.	2.0	6
157	Crowd evacuation planning using Cartesian Genetic Programming and agent-based crowd modeling. , 2015, , .		6
158	Fast Online Map Matching for Recovering Travelling Routes from Low-Sampling GPS Data. , 2018, , .		6
159	Fast-Forwarding Agent States to Accelerate Microscopic Traffic Simulations. , 2018, , .		6
160	Estimating horizontal movement performance of patient beds and the impact on emergency evacuation time. Safety Science, 2021, 134, 105038.	4.9	6
161	A Peer-to-Peer Approach to Task Scheduling in Computation Grid. Lecture Notes in Computer Science, 2004, , 316-323.	1.3	6
162	Fidelity and Performance of State Fast-forwarding in Microscopic Traffic Simulations. ACM Transactions on Modeling and Computer Simulation, 2020, 30, 1-26.	0.8	6

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163	Runtime Abstraction-Level Conversion of Discrete-Event Wafer-fabrication Models for Simulation Acceleration. , 2020, , .		6
164	A framework for visual parallel programming. , 0, , .		5
165	A methodology for automating the parallelization of manufacturing simulations. , 0, , .		5
166	Dynamic load-balancing using prediction in a parallel object-oriented system. , 0, , .		5
167	Critical causality in istributed virtual environments. , 0, , .		5
168	Evaluating alternative solutions for cloning in distributed simulation. , 0, , .		5
169	Synchronization and management of shared state in HLA-based distributed simulation. , 0, , .		5
170	Batch based cancellation. Parallel and Distributed Simulation (PADS), Proceedings of the Workshop on, 2004, , .	0.0	5
171	The design and implementation of an OGSA-based grid information service. , 2004, , .		5
172	An Information Service for Grid Virtual Organization: Architecture, Implementation and Evaluation. Journal of Supercomputing, 2005, 34, 273-290.	3.6	5
173	A Generic Symbiotic Simulation Framework. , 0, , .		5
174	Flexible State Update Mechanism for Large-Scale Distributed Wargame Simulations. Simulation, 2007, 83, 707-719.	1.8	5
175	Dynamic partner identification in mobile agent-based distributed job workflow execution. Journal of Parallel and Distributed Computing, 2007, 67, 1137-1154.	4.1	5
176	Execution coordination in mobile agent-based distributed job workflow execution. Journal of Systems Architecture, 2008, 54, 944-956.	4.3	5
177	Evolving agent-based simulations in the clouds. , 2010, , .		5
178	Toward an Evolutionary Computing Modeling Language. IEEE Transactions on Evolutionary Computation, 2011, 15, 230-247.	10.0	5
179	Consistency-aware Partitioning Algorithm in Multi-server Distributed Virtual Environments. , 2012, , .		5
180	Accelerating optimistic HLA-based simulations in virtual execution environments. , 2013, , .		5

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181	Tutorial on a modeling and simulation cloud service. , 2015, , .		5
182	Hadoop Job Scheduling with Dynamic Task Splitting. , 2015, , .		5
183	Consistency-Aware Zone Mapping and Client Assignment in Multi-Server Distributed Virtual Environments. IEEE Transactions on Parallel and Distributed Systems, 2015, 26, 1570-1579.	5.6	5
184	Evolving agent-based models using self-adaptive complexification. Journal of Computational Science, 2015, 10, 351-359.	2.9	5
185	Predicting the duration of non-recurring road incidents by cluster-specific models. , 2016, , .		5
186	Reducing Synchronization Overhead with Computation Replication in Parallel Agent-Based Road Traffic Simulation. IEEE Transactions on Parallel and Distributed Systems, 2017, 28, 3286-3297.	5.6	5
187	Parallel Algorithm for Single-Source Earliest-Arrival Problem in Temporal Graphs. , 2017, , .		5
188	Resource-Efficient Index Shard Replication in Large Scale Search Engines. IEEE Transactions on Parallel and Distributed Systems, 2019, 30, 2820-2835.	5.6	5
189	Adaptive Abstraction-Level Conversion Framework for Accelerated Discrete-Event Simulation in Smart Semiconductor Manufacturing. IEEE Access, 2020, 8, 165247-165262.	4.2	5
190	Equational code generation: implementing categorical data types for data parallelism. , 0, , .		4
191	A parallelism analyzer algorithm for a conservative super-step simulation protocol. , 0, , .		4
192	Performance Analysis of a Myrinet-Based Cluster. Cluster Computing, 2003, 6, 299-313.	5.0	4
193	Causal order based time warp: a tradeoff of optimism. , 0, , .		4
194	HLA-Based Distributed Simulation Cloning. , 0, , .		4
195	Provenance Provisioning in Mobile Agent-Based Distributed Job Workflow Execution. Lecture Notes in Computer Science, 2007, , 398-405.	1.3	4
196	A Hybrid HLA Time Management Algorithm Based on Both Conditional and Unconditional Information. , 2008, , .		4
197	Improving performance by replicating simulations with alternative synchronization approaches. , 2008, , .		4
198	A dynamic admission control scheme to manage contention on shared computing resources. Concurrency Computation Practice and Experience, 2009, 21, 133-158.	2.2	4

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199	Implementation of Data Distribution Management services in a Service Oriented HLA RTI. , 2009, , .		4
200	Research advances in automated red teaming. , 2010, , .		4
201	Dead Reckoning-Based Update Scheduling against Message Loss for Improving Consistency in DVEs. , 2011, , .		4
202	Studies on Pareto-based multi-objective competitive coevolutionary dynamics. , 2011, , .		4
203	Map stream: Initializing what-if analyses for real-time symbiotic traffic simulations. , 2014, , .		4
204	Hierarchical resource management for enhancing performance of large-scale simulations on data centers. , 2014, , .		4
205	Update schedules for improving consistency in multi-server distributed virtual environments. Journal of Network and Computer Applications, 2014, 41, 263-273.	9.1	4
206	Un-identical federate replication structure for improving performance of HLA-based simulations. Simulation Modelling Practice and Theory, 2014, 48, 112-128.	3.8	4
207	Cloning Agent-based Simulation on GPU. , 2015, , .		4
208	An Agent-Based Model for Evaluating the Boarding and Alighting Efficiency of Autonomous Public Transport Vehicles. Lecture Notes in Computer Science, 2019, , 534-547.	1.3	4
209	OpenABLex: An automatic code generation framework for agent-based simulations on CPU-GPU-FPGA heterogeneous platforms. Concurrency Computation Practice and Experience, 2020, 32, e5807.	2.2	4
210	Modeling Helping Behavior in Emergency Evacuations Using Volunteer's Dilemma Game. Lecture Notes in Computer Science, 2020, , 513-523.	1.3	4
211	Gridifying Aerodynamic Design Problem Using GridRPC. Lecture Notes in Computer Science, 2004, , 83-90.	1.3	4
212	vTRUST: A Formal Modeling and Verification Framework for Virtualization Systems. Lecture Notes in Computer Science, 2013, , 329-346.	1.3	4
213	A Simulation Study of Job Workflow Execution Models over the Grid. Lecture Notes in Computer Science, 2004, , 935-943.	1.3	4
214	Why They Escape: Mining Prioritized Fuzzy Decision Rule in Crowd Evacuation. IEEE Transactions on Intelligent Transportation Systems, 2022, 23, 19456-19470.	8.0	4
215	An auto-adaptive dead reckoning algorithm for distributed interactive simulation. , 0, , .		3
216	Automatic construction of Hierarchical Federations Architecture. , 0, , .		3

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217	A decentralized hierarchical scheduler for a grid-based clearinghouse. , 0, , .		3
218	Key Messaging on SOME-Bus clusters. Parallel Computing, 2004, 30, 947-971.	2.1	3
219	Symbiotic Simulation Control in Supply Chain of Lubricant Additive Industry. , 2009, , .		3
220	Consistency Aware Dead Reckoning Threshold Tuning with Server Assistance in Client-Server-Based DVEs. , 2010, , .		3
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